-x: double

- y: double

- width: double

- height: double

+ getX(): double const

+ setX(x: const double&): void

+ getY(): double const

+ setY(y: const double&): void

+ getWidth(): double const

+ getHeight(): double const

+ setWidth(width: const double&): void

+ setHeight(height: const double&): void

+Rectangle2D()

+Rectangle2D(double x, double y, double width, double height)

+ getArea(): double const

+ getPerimeter(): double const

+ contains(x: double, y: double): bool const

+ contains(Rectangle2D &r: const): bool const

+ overlaps(Rectangle2D &r: const): bool const